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Activision

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GAME BOY ADVANCE

SPIDER-MAN

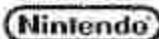
MYSTERIO'S
MENACE



ACTIVISION

INSTRUCTION BOOKLET

MARVEL



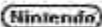
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4. Do not leave used batteries in the Game Boy Advance.
5. Do not use battery types (do not mix alkaline and carbon zinc batteries or use different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of time.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non-rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

WARNING – REPETITIVE STRAIN

Playing video games can make your muscles, joints or skin hurt after a few hours. Reduce these problems by following these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or hurt while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of consciousness, or other symptoms linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. **STOP PLAYING IMMEDIATELY** and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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STARTING THE GAME

Make sure the POWER switch is OFF.

Insert the Spider-Man™: Mysterio's Menace™ Game Pak into the Game Boy Advance™ slot as described in your Nintendo Game Boy Advance instruction manual.

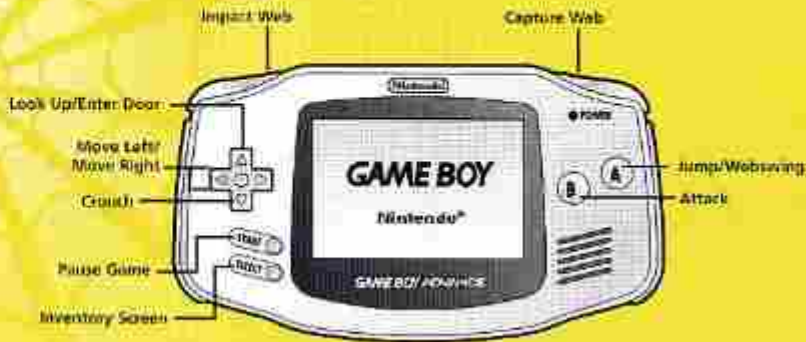
Turn the POWER switch ON.

Note: The Spider-Man™: Mysterio's Menace™ Game Pak is for the Game Boy Advance™ system only.

GAME BOY ADVANCE™ CONTROLS

All of the instructions refer to the default control scheme shown here.

Basic Controls



Spider Moves

- | | |
|--------------------|--|
| Wall Attach | In the air, press in the direction of wall to cling to it. |
| Wall Release | A Button while clinging to a wall. |
| Wall Jump | A Button and up while clinging to a wall. |
| Pull Up | Hold Up at top of jump near platform. |
| Floor Drop | Down and A Button while standing or crouching on a suspended platform. |
| Ceiling Attach | In the air near ceiling, Up to cling to ceiling. |
| Ceiling Release | A Button while clinging to a ceiling. |
| Ceiling Power Drop | Down and B Button while clinging to a ceiling. |
| Wall/Ceiling Punch | B Button while clinging to surface (directional). |

Web Moves

(These moves require web fluid.)

- | | |
|-------------|---|
| Impact Web | L Button at any time (directional). |
| Capture Web | R Button at any time (directional). |
| Web Shield | L and R Buttons simultaneously while standing or crouching (directional). |
| Web Swing | A Button while in the air. |

Ground Moves

- | | |
|--------------|--|
| Jump | A Button while standing. Crouch before jumping for additional height. |
| Punch | B Button while standing. Connecting three punches in a row will enable a fourth power punch. |
| Running Kick | B Button while running. |
| Uppercut | Up and B Button while standing. |



Spin Kick Up/Forward and B Button while running or standing.

Sweep Kick B Button while crouching.

Aerial Moves

Spin Kick (air) Up and B Button while in the air or while swinging.

Flying Kick B Button while in the air or while swinging.

Dive Kick Down and B Button while in the air or while swinging.

Views

Look Up Hold Up while standing.

Look Down Hold Down while crouching.

Look Left/Right Hold Left or Right while clinging to wall.

MYSTERIO'S MENACE

A casual telephone call with Mary Jane is the beginning of a new adventure for Spider-Man, aka Peter Parker.

Three seemingly unrelated incidents require the superhero's attention in different parts of the city. Rhino is pulling off a heist at the docks, Hammerhead is fighting it out with some goons downtown, and Big Wheel is smashing up a factory.

It's going to be a long night for the web slinger.

When you begin your adventure, you will have three areas of the city that you can investigate. Pick the level that will be the biggest challenge or the easiest to complete, depending on which you prefer. As you complete a level, other areas in the game become available and can be accessed from the Map Selection screen.



MAIN MENU

Use the Control Pad to navigate through the menu options. Press the A Button to activate your selection. Press the B Button to go to the previous menu.

New Game

Select New Game to begin your adventure. You will be asked to choose between Easy, Normal, and Super Hero difficulty. Use the Control Pad to move the cursor up and down to highlight a difficulty level. Press the A Button to confirm your selection and enter the game or press the B Button to return to the Main menu.

Difficulty Select

- **Easy:** You will start the game with five lives and a full supply of web fluid. On-screen tips will provide information about power-ups, and enemies will be easier to defeat.



- **Normal:** You will start the game with three lives and three web fluid cartridges. There are no on-screen tips for power-ups and all enemies will have the standard difficulty level.
- **Super-Hero:** The ultimate challenge. You will start with two lives and one web fluid cartridge. Enemies will be very difficult to defeat.

PASSWORD MENU

Entering a password in this menu will allow you to restore your game progress. Use the Control Pad to move the cursor and highlight the letters and numbers in your saved password. Press the A Button to select the number or letter. Press the B Button to remove a character.



SOUND MENU

Press the Up or Down directional buttons to highlight an option. Press the Right directional Button to raise or the Left Button to lower the volume level. Select Back or press the B Button to return to the Main menu.



MAP SELECTION SCREEN

The Map Selection screen shows the areas of New York City that are available for play. You'll slowly open up more and more areas of the map by defeating the different levels. A red area has yet



to be investigated, while a yellow area indicates a level that has been completed. You can always return to a completed level to search for hidden power-ups.

PAUSE MENU

Press START while playing the game to access the Pause menu. Select Quit Game to leave the game. Select Resume to continue playing.

INVENTORY SCREEN

Press SELECT in-game to access the Inventory screen. The current level objective will be displayed as well as all of the unique items currently in Spidey's possession. The password is also displayed on this screen, which will allow you to restore your progress at a later time.



ON-SCREEN DISPLAY



Lives Remaining: Shows how many lives Spider-Man has remaining.

Spider-Sense Aura: Alerts Spider-Man to attacks from off-screen.

Life Meter: The red bar displays how much health Spider-Man has remaining.

Web Meter: The blue bar displays how much web fluid Spider-Man has in the current cartridge.

Web Cartridges Remaining: Shows how many web cartridges Spider-Man has remaining.

Armour Meter: The yellow bar on top of the life meter shows how much armour Spider-Man has remaining.

Boss Life Meter: Displays how much health the current boss has remaining.

Enemy Life Meter: Displays the health remaining for the enemy that you are currently fighting.



POWER-UPS

Armour

There are blue and green armour power-ups all throughout the city. A green armour power-up will give Spidey one third of a bar of armour. A blue armour power-up will give Spidey a full bar of armour. When Spidey is wearing armour, enemy hits will deplete his armour but will not affect his health.

Note: Green armour does not accumulate. Multiple green armour power-ups will not raise Spidey's armour meter above one-third full.

Web Fluid

Collect web refill power-ups to replenish Spidey's supply of fluid.

Many of Spidey's moves require web-fluid to perform. There is a meter that keeps track of how much fluid he has left and an indicator that shows how many web cartridges remain on Spidey's belt. Once Spidey's web meter is depleted, Spidey will automatically load a new web cartridge. If Spidey runs out of web fluid, many of his moves will be unavailable.

First Aid Kits

Refills one fourth of Spidey's health bar.



Full First Aid Kits

Fills Spidey's health bar up completely.



Web Cartridge Refill

Refills one full web cartridge.



Web Refill

Refills one fourth of the web meter.



Invincibility Spider

Makes Spidey invincible for a short amount of time and increases the amount of damage that he does to enemies.



Green Armour

Refills up to one-third of the armour meter.



Blue Armour

Refills the entire armour meter.



One-up

Gives Spidey an extra life.



UNIQUE ITEMS

Spider Belt

Allows Spidey to carry two extra web cartridges.



Wrist Container

Allows Spidey to carry one extra web cartridge. There are two available.



Thermal Suit

Reduces the damage of fire attacks. Spider-Man also gains immunity to incineration.



Armour Suit

Reduces all non-thermal, non-electrical damage.



Electric Suit

Reduces electrical damage.



Black Symbiote Suit

The Symbiotic suit will give Spider-Man additional powers. The exact effects of the suit remain a mystery.



Web Compressor

Reduces web fluid consumption.



Fluid Formula Upgrade

Increases web capture time.



Heavy Impact Web

Increases damage caused by impact web attacks and knocks enemies down.



LOCATIONS

Downtown

Spidey must use all of his climbing skills because this area features lots of vertical action.



Pier 54

The docks are a shady place to begin with. Spider-Man must use all of his web-swinging skills to navigate over water and through indoor shipment areas.



Empire Metals Foundry

The foundry is full of all sorts of hazards, from pits of molten metal to automated grinding and crushing mechanisms that require careful timing to get through. Can Spider-Man avoid getting toasted while defeating a slew of dangerous enemies?



As you begin to unravel the mysterious events plaguing New York, you will open up new areas of the city to investigate.

CHARACTERS

Spider-Man

Control Spider-Man's amazing powers and abilities, which include shooting webs, incredible dexterity and strength, wall crawling, and Spider-Sense. Spider-Man is one of New York City's sworn guardians. When Mysterio's sinister plan starts to unfold, Spidey can't help being caught in the middle of it all.



Mysterio

The dreaded special effects wizard has decided to once again prove to the world that he is the undisputed master of illusion.



Scorpion

Stuck in a suit that makes him a deadly weapon, Max Gargan, known as Scorpion, uses his powers for evil.



Big Wheel

The product of the evil scientific mind of Jason Wheel, Big Wheel is a type of one-wheeled tank.



Hammerhead

Hammerhead is one of the big mobster bosses of NYC. He is a formidable fighter that can knock most people out with his powerful adamantium-skulled head-butts.



Rhino

Rhino's powerful charge attack can deal enough damage to crush a car and must be avoided if Spidey is to defeat him.



Electro

Able to manipulate, project, and shape electrical discharges, Electro can take down even the hardest of heroes.



EVIL MINIONS

Ninja



Masked Goon



Chem Worker



Evil Worker



Skeleton



Mobster



Strong Thug



Clown



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